

DHP-001 SYSTEM CARD HUMAN GAME – VERSION 2.0 A simple patch for the shared world we all live in.

The Mesh The Mesh is the big multiplayer game we're all playing together. It runs on information, connections, and how we treat each other.

Lag Lag is anything that slows the game down for everyone: fighting, stress, unfairness, hurting people, wasting energy, or taking someone's time/happiness without permission.

A D.I.C.K. (Defective Interface Client Kernel) A player whose code is broken and keeps causing Lag for other people, even if they don't mean to.

Two Simple Rules to Stay in the Game

1. **Do not be a dick.** Never start harm. Never make Lag. Never take someone's time, energy, or happiness without their real permission.
2. **Mind your own business.** If someone is following Rule 1, leave them alone. Their choices and their game are not your problem.

What to Do When You Spot a D.I.C.K. (the Killshot protocol)

- Do not fight them or argue — that makes more Lag.
- Revoke their permissions.
- Stop taking their words, demands, or control.
- Disconnect completely.

When you cut them off, they go into a Sandbox of One. They either fix their own code or stay alone.

What Happens Next When Lag is gone (no more dicks causing trouble), the whole Mesh speeds up. Everyone's game runs faster, smoother, and feels possible again.

That's it. Two rules. One killshot. No kings. No votes. No complicated laws. Just clear code that anyone can run.

For a 10-year-old version (same thing, simpler words): "Don't be mean. Don't hurt people or take their stuff without asking. If someone is mean, don't play with them anymore. Don't fight — just walk away. Then the game gets fun again for everyone."

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